

No one survives alone



THE THING



Blood and Gore
Violence



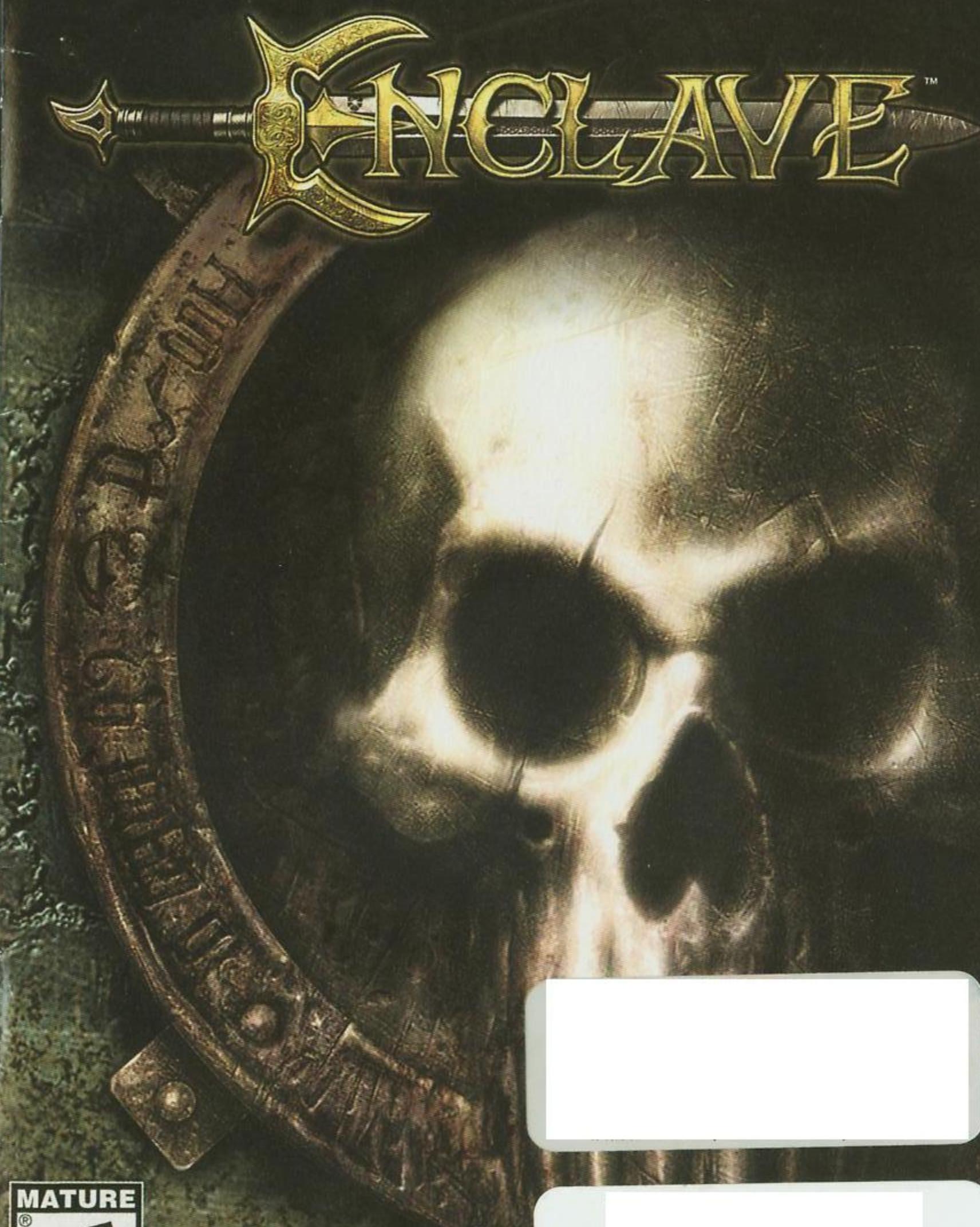
"The Thing" interactive game (c) 2002 Universal Interactive, Inc. The Thing and related characters are TM and (c) of Universal Studios. Licensed by Universal Studios Licensing, LLLP. Published and distributed by Universal Interactive, Inc. and Konami Corporation. Black Label Games is a TM of Vivendi Universal Games, Inc. All rights reserved.

© 2002 Conspiracy Entertainment Corp. © 2002 Starbreeze Studios AB/licensed by Swing! Entertainment Media AG. The ratings icon is a trademark of the Interactive Digital Software Association. Microsoft, Xbox, and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. Black Label Games is a TM of Vivendi Universal Games, Inc.

S0001580



XBOX



ENTERTAINMENT
www.conspiracygames.com

safety information

about photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by:

- sitting farther from the television screen
- using a smaller television screen
- playing in a well-lit room, and not playing when you are drowsy or fatigued

If you or any of your relatives has a history of seizures or epilepsy, consult a doctor before playing.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox™ games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

Documentation for the Xbox™ video game system contains important safety and health information that you should read and understand before using this software.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

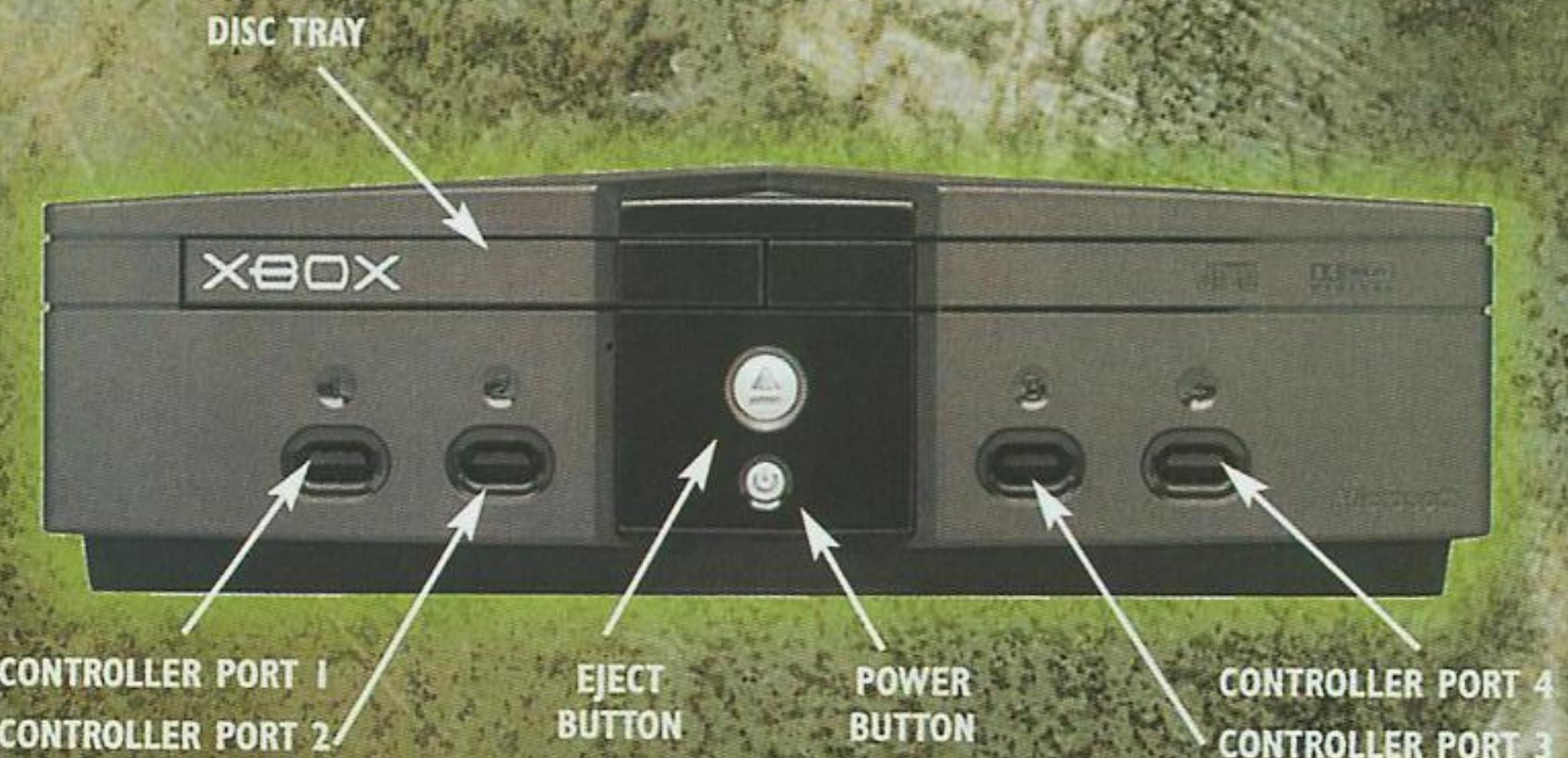


CONTENTS

Using the Xbox Video Game System	2
Using the Xbox Controller	3
Enclave™ Controls	4
The History of the Rift	5
Game Screen	6
Main Menu and Options	7
Starting a New Game	8
The Light Side - Crossing the Outland	8
The Dark Side - The Rift -- and Beyond	8
How to Play	9
Movement	9
Combat	11
Magical Staffs	12
Potions	13
The World Map	14
The Equip Character Screen	15
Class Overview	17
Light Side Characters	17
Dark Side Characters	19
Tips	21
Credits	22
End User License Agreement/Warranty Information	24
Copyright Information	26

USING THE XBOX VIDEO GAME SYSTEM

1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *Enclave*™ disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *Enclave*™.



Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

USING THE XBOX CONTROLLER

1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *Enclave*™.



ENCLAVE CONTROLS

Left Trigger and Right Trigger Activate Defense Function of Magical Staffs (Magic Users Only)

USE ITEM, INTERACT WITH ENVIRONMENT OR SECONDARY FUNCTION OF WEAPON

MOVE YOUR CHARACTER

4



The History of the Rift

The end was near. From all directions Vatar's dark hordes closed in on the nearly defeated army of Celenheim. But atop of one of the ridges a lone figure, clad in a wizard's robe, defiantly faced the demon. He lifted the staff high in the air and slammed it hard into the ground, unleashing the wrath of nature itself. Over a single night, the world erupted. The skies grew black, the soil turned crimson with fire, blood and chaos. The Rift raced forth, ripping the earth's crust asunder wherever it went. The demon was believed to be gone forever, and so was the wizard.

Light separated from dark, the world had become divided. On the side of Light, the *Enclave*™, known as Celenheim, was now protected from all sides by a wide rift, a bottomless abyss. On the other side, dark, twisted forms struggled for survival, their hatred growing as they dwelled in the shadows. To the people of Celenheim they became known as the Outlanders. In the darkness, their power slowly grew, and they knew that one day their time would come. They would cross the Rift and claim what they believed was rightfully theirs.

The Rift is growing more narrow with every moment. The earth is healing. And soon, the outlanders will take to arms, to crush the people of Celenheim once and for all.

5

GAME SCREEN

Current Item

Whenever an action can be performed, a hand symbol or item icon will appear here

Health

Mana Bar

Current Weapon

Treasure collected /
Total amount in level

0/450



Enemy Targeting
Indicator

Player
Character

Enemy
Type

Enemy
Health

MAIN MENU AND OPTIONS

MAIN MENU

NEW GAME

Begin a new story campaign.



CREDITS

Find out who made
Enclave™!

OPTIONS

Access the options screen.

LOAD GAME

Load a previously saved game

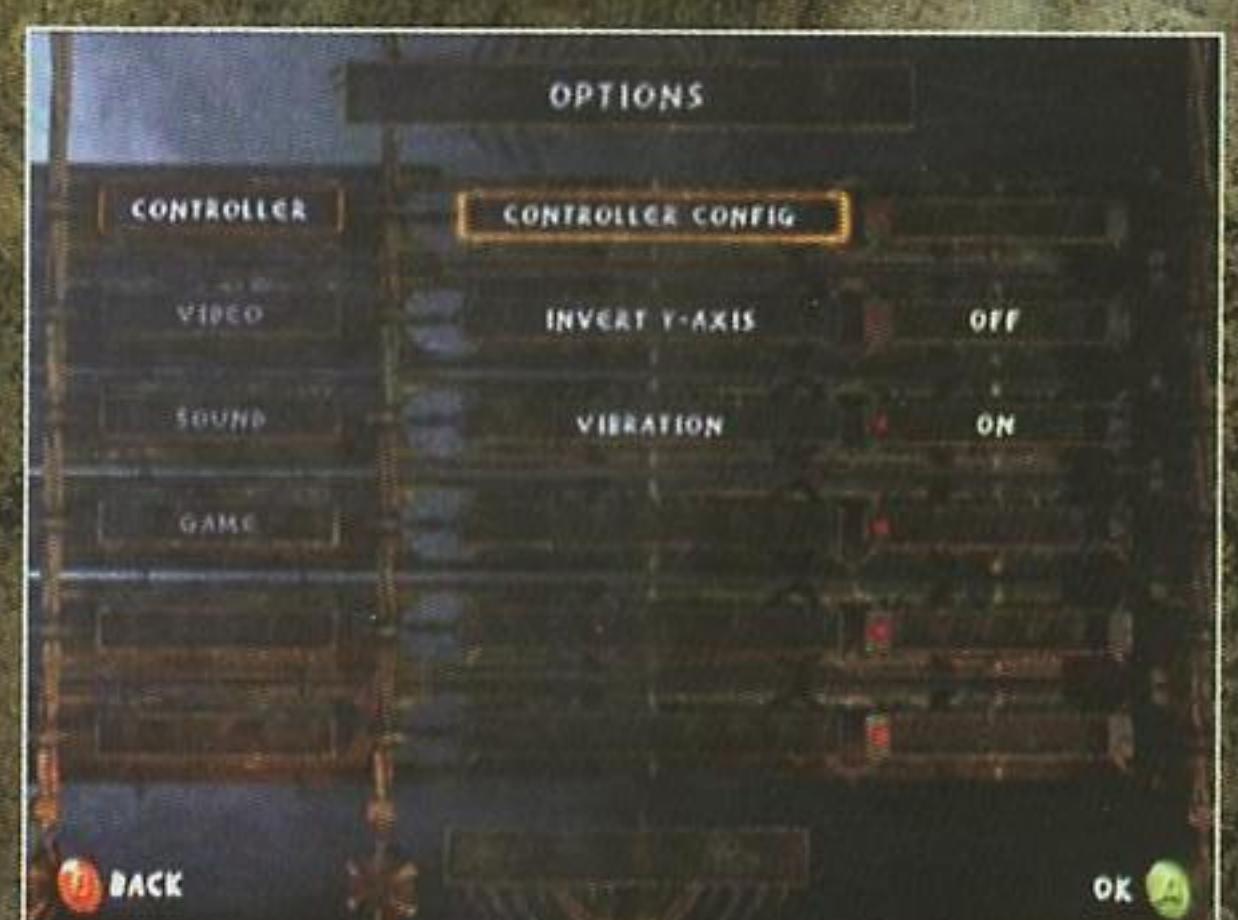
CONTINUE

Load the last used previously saved game.

OPTIONS MENU

CONTROLLER

Select your controller con-
figuration, invert the Y-Axis
and turn the Rumble vibra-
tion feature of the con-
troller on or off.



VIDEO

Adjust Brightness

SOUND

Adjust sound and music volume.

GAME

Turn the blood and the damage point indicator on or off.

STARTING A NEW GAME

1. Choose 'New Game' from the Main Menu
2. Enter a name for this new profile. This name will allow you to identify the profile when you want to load it later.
3. Choose your allegiance.

THE LIGHT SIDE



The Light Campaign is immediately available for play. It offers beginner players an introduction to the world of *Enclave*™.

PATH OF LIGHT: "CROSSING THE OUTLANDS"

Celenheim, a small enclave of hope in the midst of a large landmass of darkness and doom, is struggling for survival. A party of men and women are assembled and sent out on a perilous journey in hope of saving Celenheim from ultimate destruction. The journey will take them across the hostile lands, in search of the people of Meckelon, their ancient ancestors they were separated from long ago. Perhaps there they will find the aid they are so desperately seeking...

8

THE DARK SIDE



The Dark Side Campaign is only available after the Light Campaign has been completed. It is more challenging than the Light campaign and is for experienced players only. **YOU MUST COMPLETE THE LIGHT CAMPAIGN BEFORE YOU CAN ATTEMPT THE DARK CAMPAIGN.**

PATH OF DARK: "THE RIFT - AND BEYOND"

Summoned before the dark, mysterious leader of Ark Moor, a tough trial awaits. Trust is not given easily. It is said that Mordessa intends to bring back the ancient demon Vatar from the very depths of the Underworld, and lay claim to the magic lands of Celenheim she hungers for. Her servants are sent out to retrieve an artifact of forbidden knowledge that has been hidden from mankind, the Tome of Souls. With this, and what its content holds, she'll have the key to the Underworld itself, and to powers beyond those of mortals...

HOW TO PLAY ENCLAVE™

MOVEMENT

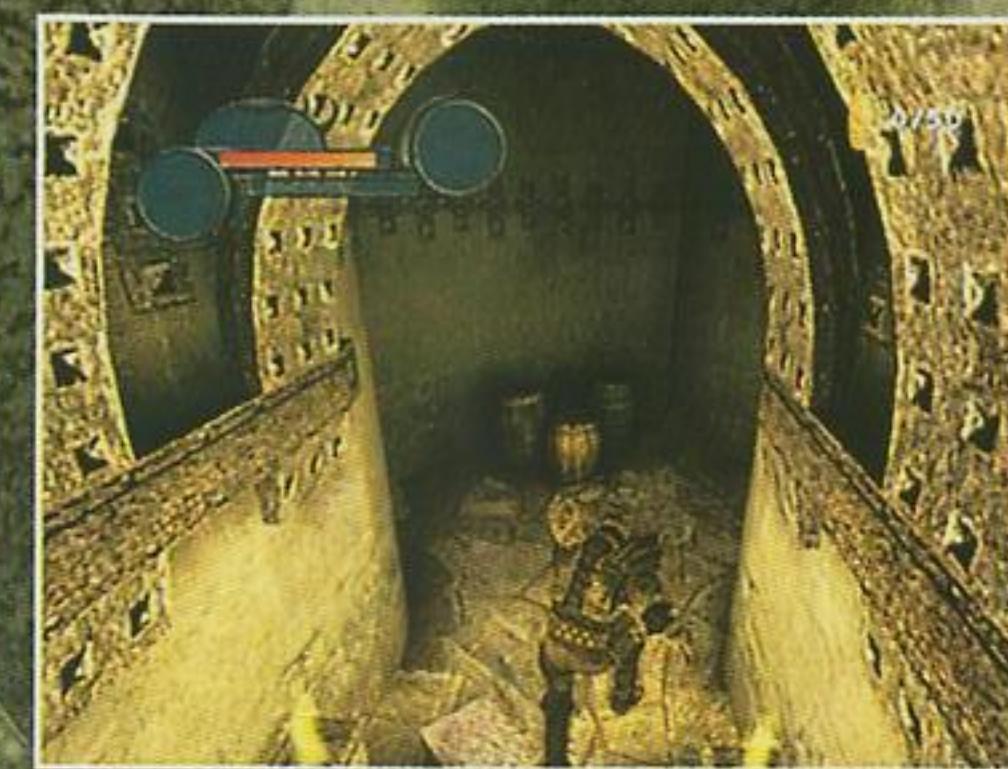
Note, these instructions refer to the default control scheme.

Walking and Looking

Use the left thumbstick to move your character forwards and backwards, and sidestep left and right. Use the other thumbstick to control the direction in which your character looks. Try to get used to using both sticks at the same time for independent head and body motion.

Jumping

Press the right thumbstick IN to make your character jump. If you are pressed up against an object or wall when you jump, your jump height will be limited. The longer you press the button the higher you will jump. When trying to jump on boxes or ledges, it is better to jump up before attempting to move forward.



9

Crouching

Press and hold the left thumbstick IN to make your character crouch. You can move silent whilst crouched.



Climbing

Simply touch a ladder or appropriate surface to begin climbing. Jump to get off a ladder mid way. Make sure you line up with the middle of the ladder when you start climbing or you may not be able to exit the ladder at the top.



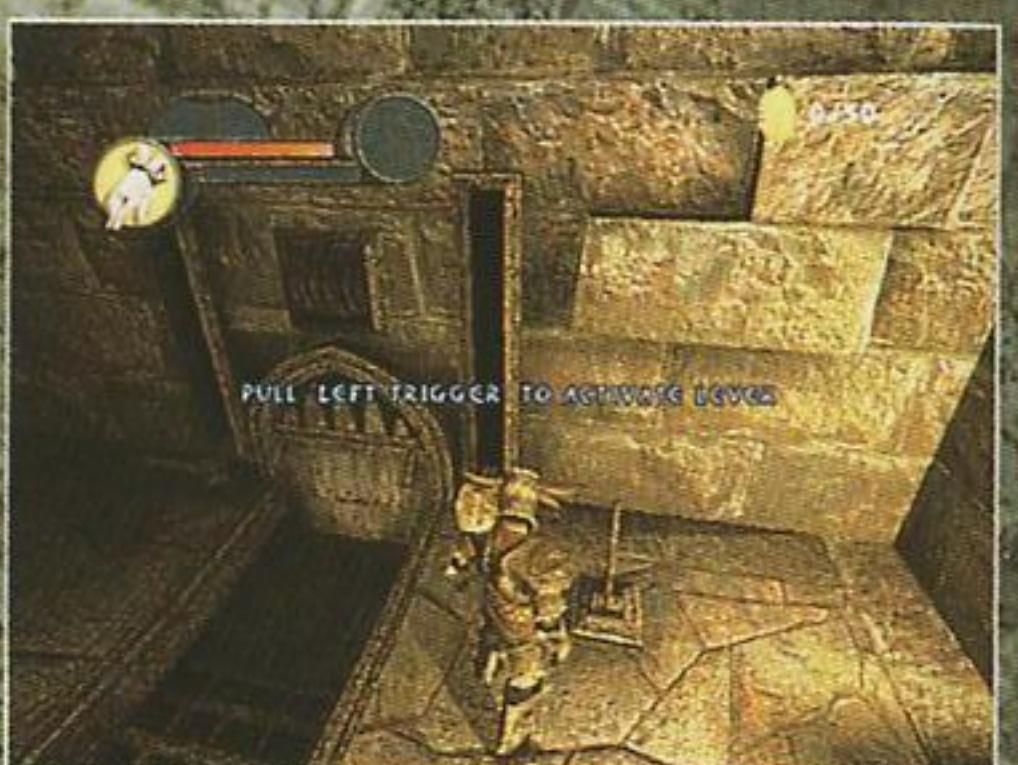
Swimming

Simply aim in the direction you want to swim towards and move forward. You will move very slowly while swimming and there will be a natural pull to the surface. You can only hold your breath for a limited amount of time. To exit the water swim to an edge and look for the secondary action 'Hand' icon. This will indicate you can exit the water at that location by pressing the Left Trigger.



Interacting With The Environment

Occasionally there will be a door or object in the environment that you can interact with. When you see the hand icon appear in the secondary item window on your HUD press the secondary action button (by default the Left Trigger) to interact with that object.



Checkpoints

On certain levels players will be given the opportunity to effectively 'save' their progress at these checkpoints. Normally this will be before a boss battle. If the player dies during the battle they will be resurrected and restart from the checkpoint, at a cost...



COMBAT

Melee Weapons (Swords, Hammers, Axes, Maces, Knives)

Simply press the attack button to swing your currently equipped melee weapon. If you press the left thumbstick in a direction at the same time as you press the attack button, you can access different kinds of swing. For example, backwards and attack often produces an overhead swing (handy for shorter opponents) while left and attack is normally a left to right backhand swing. Experiment!

Certain swings can be combined into a two or three hit chain of attacks by correctly timing a second and third button press. Try to time the button press to coincide while the prior swing is still in motion.



Cross Bows

As you aim at an enemy you will see a green targeting circle appear around the enemy. Line up the green aiming dot within the enemies targeting circle. As long as the dot is inside the circle, you will have a lock on the enemy. The longer you track your target (by keeping the dot inside the circle for a few moments) the better the lock. The status of your lock is indicated by the color of the enemies targeting circle. Green is the worst type of lock, and your arrow may miss. Yellow is a solid lock, and your arrow will more than likely hit. Red is a critical lock, and your shot will almost always hit.

The secondary function of all crossbows is reload.

Switch between the different types of available arrow with the X button.



Long Bows

Long bows are among the most difficult weapons to master in *Enclave™* but they are also the most deadly. When aiming with the longbow you must manually move the green aiming dot onto your target. You will not gain an automatic lock. Unlike the crossbow, longbows fire when you release the attack button. The longer you hold the button down, the further back your character will pull the drawstring and thus the more powerful your shot will be.

There are two kinds of secondary function for the longbow, depending on what kind of arrow you are using.

Certain arrow types (normal, fire) can be stacked into your bow (one arrow at a time) for a devastating multiple hit burst attack.



12

Both Sniper and Magic Arrows possess a sniper 'zoom' function which can be accessed with the secondary action button. There are two levels of zoom that can be cycled through.

Arrows travel slower with the Long Bow than the Cross Bow, and take a small amount of time to reach their target. Sometimes it is necessary to 'lead' a moving target a little bit to effectively hit them.

Switch between the different types of available arrow with the X button.

Magical Staffs

By and large, magical staffs are offensive projectile weapons, though the properties of each magical staff vary, and you will need to experiment to determine their exact nature.

Magical staffs draw their ammunition from your character's mana supply. Mana replenishes slowly on its own, provided your character is holding a magic staff.



The secondary function of each magic staff is a defensive arcane shield that protects the caster from certain forms of attack.

In addition each magic staff also has a 'panic' style proximity based energy attack that requires at least half your mana bar to be full. These attacks are very powerful and effect any creature close to the caster when they are unleashed. To access these special attacks press both the Attack and Secondary Action button (Left and Right trigger) together.

Shields

Certain character classes can use a shield in addition to a melee weapon. Raise the shield by pressing the secondary action button. While activated, shields provide defense against incoming frontal attacks, though the speed of the character is limited.



Potions and other items

Press the Y button to drink a single potion and then return to your previously selected weapon. Magic potions replenish health though you are temporarily vulnerable while drinking.

Other quest items such as keys do not need to be selected and will be used automatically as needed. Again use the secondary action button when you see the appropriate icon in the secondary action window.

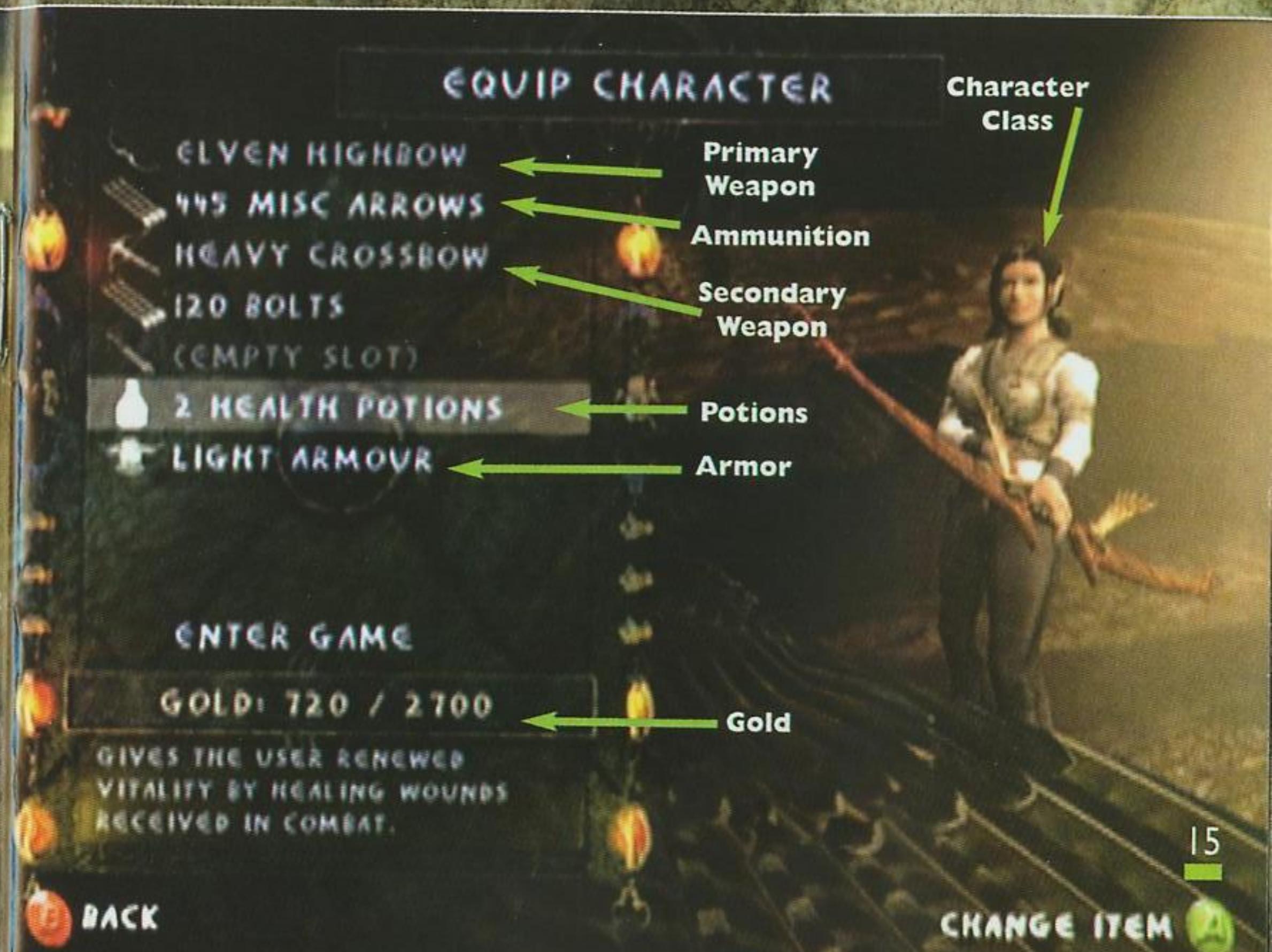


13

THE WORLD MAP



THE EQUIP CHARACTER SCREEN



After every mission you will return to this screen, the world map. From the world map you can see all the missions currently available to you in your campaign. Missions that you have completed are marked with a green jewel, while the missions that you have yet to complete are marked with a yellow jewel. By highlighting a mission and clicking the A button you can access all information for that mission. Certain missions are divided into multiple levels, which must be finished in sequence before the mission is considered complete.

Once you have decided which mission to attempt you will be taken to the Character Equip screen. Here you can select your choice of character class for the mission and purchase equipment upgrades using gold you have accumulated. The type of equipment you can purchase depends on your character class - certain weapons and items are only available to a particular class. As you unlock new missions, new equipment options will become available.

Select Character

Choose your character class for the mission. You begin as either the Knight (for the Light Side campaign) or Assassin (for the Dark Side campaign) but you will unlock different playable character classes as the game progresses.



Primary Weapon

This slot indicates your character's primary weapon. Different classes are better with different types of weapon. By and large, the more expensive the weapon, the more powerful it is.

Shield

If your character can use a shield, this is where you pick it. The more expensive the shield, the greater the size and stopping power.

Secondary Weapon

For most character classes this will be a crossbow, though the magic users get the option of purchasing another staff.

Ammunition

This is where you purchase arrow quantities and types for your selection of bows.

Potions

Purchase health potions for the coming mission.

Armor

Armor upgrades offer more than just increased physical protection. Each armor level will also improve your characters base skills. So an armored Assassin/Huntress will actually improve their skills with the long bow. Armor comes in three types, light, medium and heavy.

Gold

This shows amount of gold currently in your purse, and the total amount of gold available (including the cost of items purchased). The gold you spend on an item is recoverable. In other words you can resell an item at any time for the same price you bought it.

CLASS OVERVIEW

LIGHT SIDE CHARACTERS

Knight

The Knights are strong warriors, revered and feared from their bravery and valor in combat. They are picked out even as young boys, and go through a rigorous training in the Ancient Code of warfare. Among the people of Celenheim, their bravery on the battlefield and skills in melee combat are unmatched. While superior in hand-to-hand combat, the Knight's abilities in ranged combat and magic are very weak, and more often than not they resort to using the sword and shield.

Huntress

The Huntresses of Alyewood are more nimble with the bow than anyone else, perhaps even the Dreg'Atar Assassins. The Elves have a natural vision that strongly exceeds that of the other races. They are secretive however, and not even the Queen herself and the Assembly really know where they come from or how they are trained.

Wizard

Wizards are powerful wielders of elemental magic and have a wide array of devastating spells at their disposal. Unlike the rogue Sorceress of the Outlands, the Wizards of Celenheim are trained after strict rules and conduct within a guild structure. This is necessary for the safety of the *Enclave*™, and the wizards themselves. They are one of the strongest assets to Celenheim, and very loyal to the Queen and her cause. On the downside, Wizards are physically very weak, and nearly useless in melee combat.



Druid

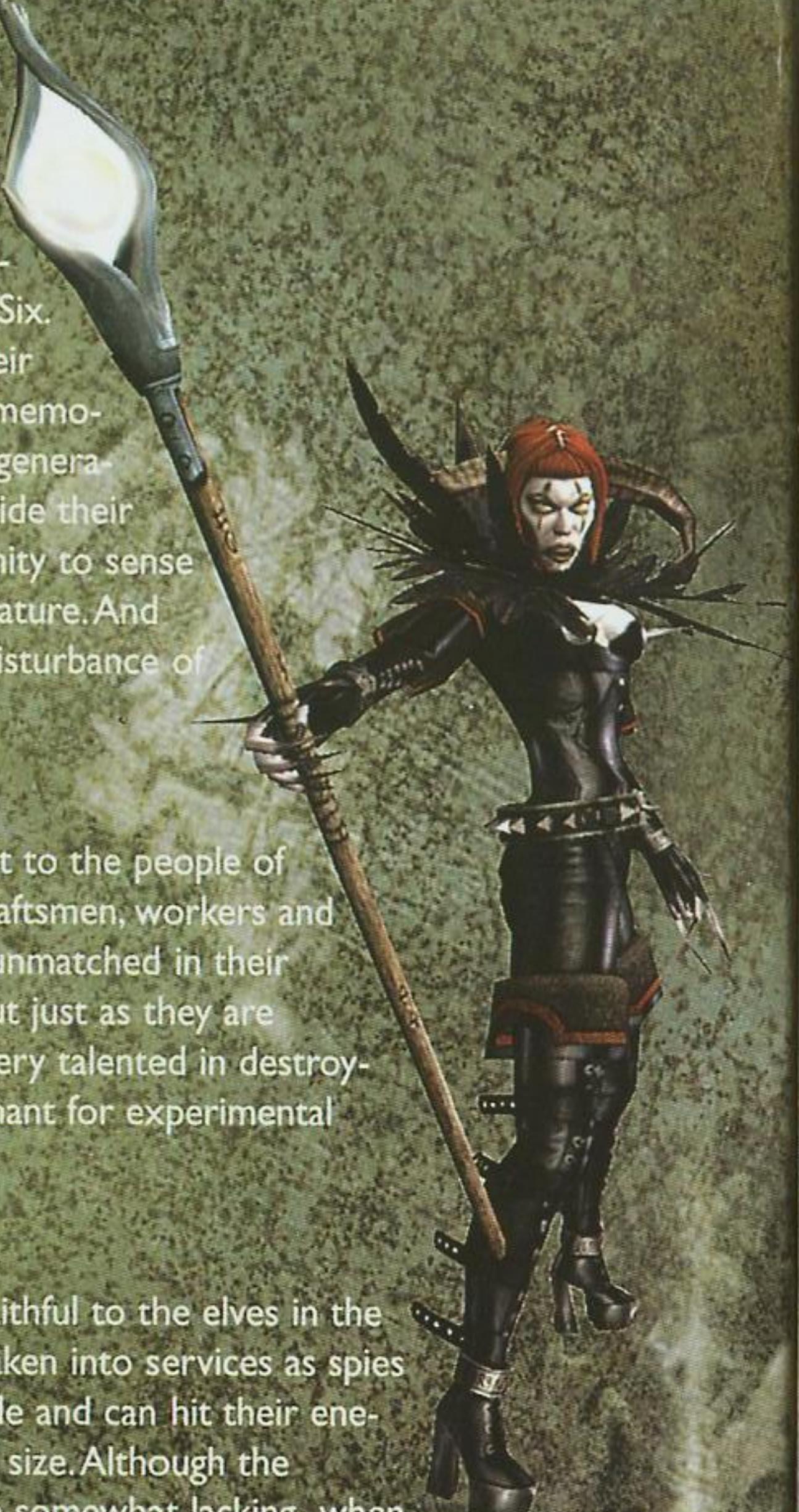
The Druids are a secret order, which lives on its own independently of the *Enclaves™* government or of the Assembly of Six. Nature itself shapes them as their guardians, with knowledge and memories passed from generation to generation. They are seldom seen outside their own kind, but have a strong affinity to sense disturbances in the balance of nature. And the Outlanders are the worst disturbance of them all.

Engineer

The Gnomes are very important to the people of the *Enclave™*. They are skilled craftsmen, workers and engineers of the populace, and unmatched in their dexterous skills in handwork. But just as they are skilled in its creation, they are very talented in destroying things as well, having a penchant for experimental explosives and demolition.

Halfling

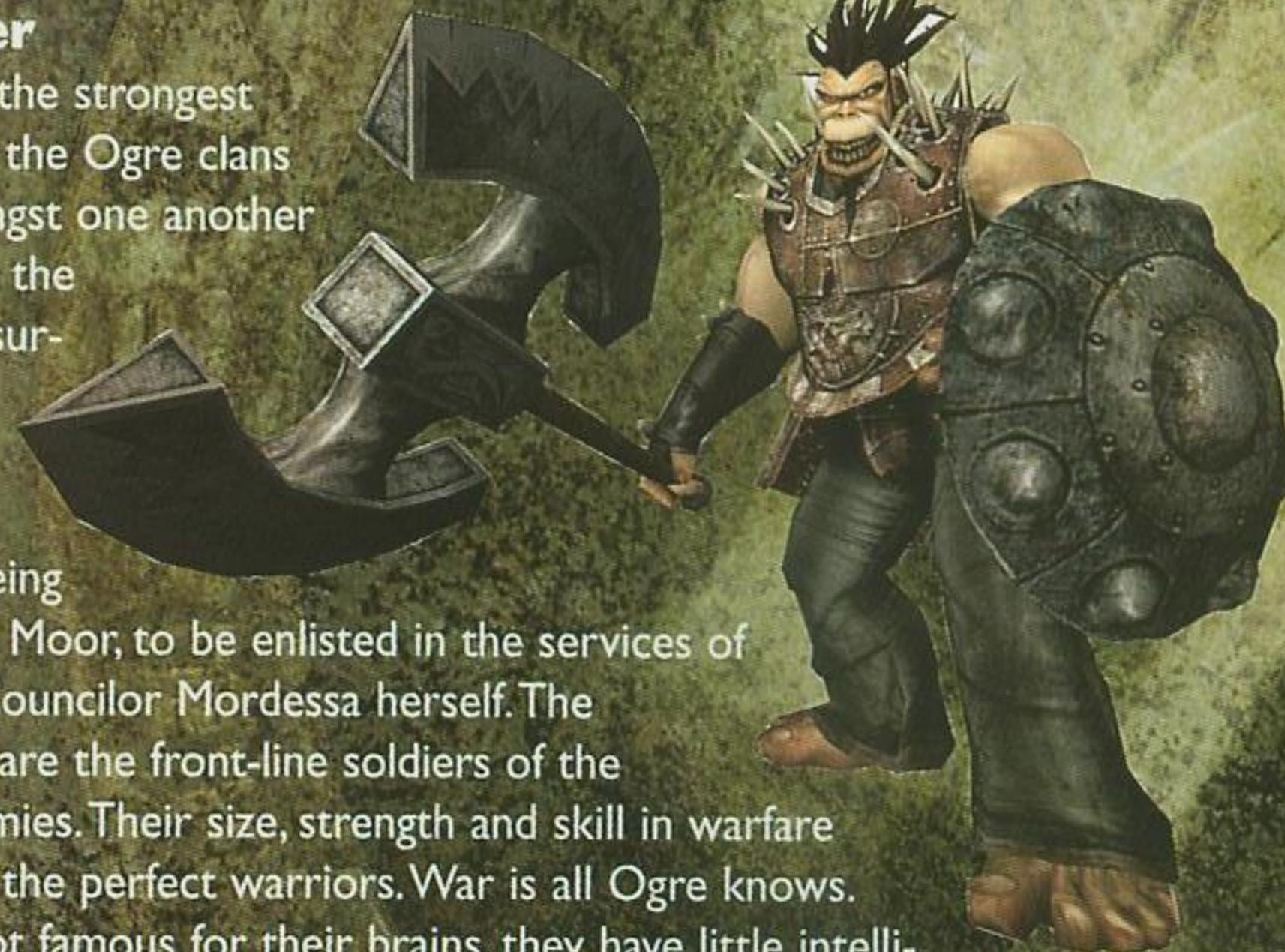
The Halfling have always been faithful to the elves in the lands of Celenheim, and often taken into services as spies or scouts. They are very fast, agile and can hit their enemies hard, in spite of their small size. Although the halflings are indeed fast, they are somewhat lacking when it comes to physical strength.



DARK SIDE CHARACTERS

Berserker

Every year, the strongest warriors in the Ogre clans battle amongst one another in a duel to the death. The survivor is bestowed the great honor of being sent to Ark Moor, to be enlisted in the services of the Head Councilor Mordessa herself. The Berserkers are the front-line soldiers of the Outland armies. Their size, strength and skill in warfare make them the perfect warriors. War is all Ogre knows. They are not famous for their brains, they have little intelligence. But they are strong, cruel, and brutally efficient in melee combat. Their greatest weakness is their lack of speed.



Assassin

The Assassins of Ark Moor are bred from birth under a very strict and dangerous program of training. Every waking moment since infancy they are molded and shaped into cold and precise assassins. The Assassins don't rely on strength, but on skillful marksmanship and backstabbing.

Sorceress

The Sorceresses are powerful wielders of magic, having at their fingertips the strongest offensive magic of the Outlands. Their training goes only from one Sorceress to her disciple, and they tend to be loners. Therefore the High Council of Ark Moor has to search the lands for them, and convince them to join their ranks with the promises of powers. Because the sorceress tend to be very ambitious and keen on power. While being powerful magic casters, the Sorceress is fairly inferior when it comes to melee combat, and may only wear light armor.

Lich

Who could possibly know more about life than those returning from the dead? Many beings in the Outlands are denied the luxury of a peaceful death. The High Councilors of Ark Moor use Liches, undead magic wielders among their ranks. With their souls trapped, and an existence in constant agony, they have no choice but to obey the commands of their creators.

Bombardier

The bombardiers consist of the most crazy, deranged fanatics on the entire continent. Their task is probably the most dangerous of all: sabotage and blow up enemy installations including the enemy themselves. In addition, they work to keep their own siege weapons and installations intact, in the midst of the most furious of battles. The Bombardiers are of average strength in melee combat. Their true strength lies in their ability to create bombs and set deadly traps.

Goblin

The Goblins are small, but their sheer viciousness more than makes up for their lack of size. They like to fight in large numbers, and with their considerable speed they are excellent scouts.



TIPS

1. Scour the levels and collect all the gold you can find. The more gold you possess, the better equipment you can buy. The better equipment you can buy, the easier the next level becomes.
2. Certain character classes are better suited to certain levels than others. If you are having trouble completing a level, try switching class.
3. Since all of your equipment can be resold for its original value, there is no reason not to invest every last coin in equipment before entering a level. You are not gaining anything by saving gold during a mission.
4. Try to memorize the timing of the melee weapon combos so you can use them effectively in battle.
5. The long bow, though difficult to master, is one of the most powerful weapons in the game. A well placed bomb arrow will stop all but the toughest foe dead in its tracks.

CREDITS



STARBREEZE STUDIOS

Game Design	FMV
Magnus Högdahl	Dmitry Savinoff
Jens Andersson	Fredrik Lernmark
Mikael Wahlberg	Jens Matthies
Story Writer	Additional Character Animation
Gustaf Grefberg	Henrik Häkansson
Characters & Skins	Patrik Karlsson
Tom Fritzson	Johan Fröjd
Pelle Tingström	Daniel Eriksson
Level Design	Additional Leveldesign
Jerk Gustafsson	Jens Matthies
Mikael Wahlberg	Emil Gustavsson
Gameplay	Magnus Andersson
Jan Andersson	Tom Fritzson
Fredrik Ljungdahl	Fredrik Ljungdahl
Jerk Gustafsson	Jan Andersson
Mikael Wahlberg	Additional Modeling
Emil Gustavsson	Jan Andersson
Textures	Pelle Tingström
Jens Matthies	Theo Savidis
Soundtrack & Sound effects	Erik Larsson
Gustaf Grefberg	Additional Animations
Engine Programming	Erik Pettersson
Magnus Högdahl	Jan Andersson
Erik Olofsson	Balancing
Game Programming	Erik Pettersson
Jens Andersson	Photography
David Mondelore	Johan Oskarsson
Samuel Ranta Eskola	Jens Matthies
Fredrik Larsson	Roger Karlsson
AI Programming	Tim Branan
Anders Olsson	Jan Andersson
GUI Programming	Lars Johansson
Hans Andersson	Karin Gadde Jennische
GUI Graphics	Co-Story Writer
Lars Johansson	Kimberly Durley
Jens Matthies	Additional Sound Effects
Character Animations	Johan Althoff
Eckhardt Milz	Additional Programming
Benny Edlund	Jim Kjellin
Mattias Lindkvist	Daniel Hansson
Henrik Kamsvåg	Additional Characters
	Erik Pettersson

Additional Character Animation	Henrik Häkansson
Artwork	Patrik Karlsson
Jens Matthies	Johan Fröjd
Lars Johansson	Daniel Eriksson
Additional Leveldesign	Additional Modeling
Jens Matthies	Jan Andersson
Emil Gustavsson	Pelle Tingström
Magnus Andersson	Theo Savidis
Tom Fritzson	Erik Larsson
Additional Animations	Additional Voice Acting
Erik Pettersson	Kimberly Durley
Jens Matthies	Jens Matthies
Gustaf Grefberg	Erik Pettersson
Roger Karlsson	Sandra Hernfridsson
Tim Branan	Additional Artwork
Jan Andersson	Jonas Jansson
Lars Johansson	Jeff Tardiff
Karin Gadde Jennische	QA
Co-Story Writer	Hans Andersson
Kimberly Durley	Lars Johansson
Additional Sound Effects	Robert Widing
Johan Althoff	Project Management
Additional Programming	Lars Johansson
Jim Kjellin	Hans Andersson
Daniel Hansson	Mikael Wahlberg
Additional Characters	Jens Andersson
Erik Pettersson	Magnus Högdahl
	Marco Ahlgren
Special Thanks to	Special Thanks to
Joel Johansson	Joel Johansson
Klas Persson	Klas Persson
Hans-Roger Üstlin	Hans-Roger Üstlin

Additional Credits:

Sound Mastering
Cutting-Room

Starbreeze Logo animations
Visual Art

Voice Mastering
Voice Art Bild und Tonatelier

Voice Engineers
Sven Flüge

Martin Ruiz Torreblanca

Voice Casting
Torsten Hendrichs

Voice Actors
Tatjana Auster

Martin Baltscheit

Rolf Berg

Karin Buchali

Chiara Ferráu

Michaela Geuer

Peter Harting

Kordula Leisse

Phil Lewis

Katja Liebing

Jürg Löw

Hr. Ostermann

Frauke Poolman

Amy Schneider

Anne Alexander Sieder

Karl-Heinz Tafel

Josef Tratnik

Ellen Wagner

Ilia Welter

Elisabeth Werres

Michael Williamson

Volker Wolf

Tom Zahner

Solo Vocalist

Gabriella Runsten

Choir Recordings

Symphony of Voices

Classical Choir

Additional Music Recordings

Synklavier Orchestral
Percussion

Orchestral Colors
Orchestral Flavours

Heart of Asia
Hans Zimmer's Guitars 2
Advanced Orchestra

Giant Gongs

VIVENDI UNIVERSAL GAMES

Nicholas Longano

Anthony Crouts

Lori Inman

Feza Sanigok

Jill Le Grand

Maggie Storm

Michael Bannon

Debi Laezman

Eric Nord

Noah Korda

Clara Gilbert

Linda Caric

Janet Wright

Manual Print Design

Sweeney Designs

End User License Agreement/Warranty Information

This software program, any printed material, any on-line or electronic documentation (the "Program") are the copyrighted work of Conspiracy Entertainment Corp. or its licensors ("Conspiracy"). All use of the Program is governed by the terms of the End User License Agreement, which is provided below ("License"). The Program is solely for use by end users according to the terms of the License Agreement. Any use, reproduction or redistribution of the Program not in accordance with the terms of the License Agreement is expressly prohibited.

1. Limited Use License. Conspiracy Entertainment Corp. hereby grants, and by utilizing the Program you thereby accept, a limited, nonexclusive license and right to use one (1) copy of the Program for your use on a Xbox™ video game system.

2. Ownership. All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, text, dialog, catch phrases, locations, concepts, artwork, animations, sounds, musical, compositions, audiovisual, effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into the Program) are owned by Conspiracy. The Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. All rights are reserved. The Program may contain certain licensed materials, and Conspiracy's licensors may act to protect their rights in the event of any violation of this Agreement.

3. Responsibilities of the End User.

A. Subject to the Limited Use License as set forth above, you may not, in whole or in part, copy, photocopy, reproduce, translate, reverse engineer, derive source code from, modify, disassemble, decompile, or create derivative works based on the Program, or remove any proprietary notices or labels on the Program without the prior consent, in writing, of Conspiracy.

B. You are entitled to use the Program for your own use, but you are not entitled to: sell, grant a security interest in or transfer reproductions of the Program to other parties in any way, nor to rent, lease or license the Program to others without the prior written consent of Conspiracy; or exploit the Program or any of its parts for any commercial purpose.

4. Program Transfer. You may permanently transfer all of your rights under this License, provided the recipient agrees to the terms of this License.

5. Termination. This License is effective until terminated. You may terminate the License at anytime by destroying the Program. Conspiracy may, at its discretion, terminate this License in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Program.

6. Limited Warranty. CONSPIRACY EXPRESSLY DISCLAIMS ANY WARRANTY FOR THE PROGRAM AND MANUAL(S). THE PROGRAM AND MANUAL(S) ARE PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR INFRINGEMENT, ANY WARRANTY AGAINST INFRINGEMENT THAT MAY BE PROVIDED IN SECTION 2-312(3) OF THE UNIFORM COMMERCIAL CODE AND/OR IN ANY OTHER COMPARABLE STATE STATUTE IS EXPRESSLY DISCLAIMED. The entire risk arising out of use or performance of the Program remains with You, however Conspiracy warrants the cartridge(s), on which Program is furnished, to be free from defects in materials and workmanship, under normal use, for a period of ninety (90) days from the date of delivery. Conspiracy's sole liability in the event of a defective disk shall be to give You a replacement cartridge. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply.

7. Limitation of Liability. NEITHER CONSPIRACY, ITS PARENT, SUBSIDIARIES, AFFILIATES OR LICENSORS SHALL BE LIABLE IN ANY WAY FOR LOSS OR DAMAGE OF ANY KIND RESULTING FROM THE USE OF THE PROGRAM INCLUDING, BUT NOT LIMITED TO, LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply to you.

8. Equitable Remedies. You hereby agree that Conspiracy would be irreparably damaged if the terms of this License were not specifically enforced, and therefore you agree that Conspiracy shall be entitled, without bond, other security, or proof of damages, to appropri-

ate equitable remedies with respect to breaches of this License, in addition to such other remedies as Conspiracy may otherwise have available to it under applicable laws. In the event any litigation is brought by either party in connection with this License Agreement, the prevailing party in such litigation shall be entitled to recover from the other party all the costs, attorneys' fees and other expenses incurred by such prevailing party in the litigation.

9. Miscellaneous. This License shall be deemed to have been made and executed in the State of California, and any dispute arising hereunder shall be resolved in accordance with the law of the State of California. This License may be amended only by an instrument in writing executed by both parties. This License constitutes and contains the entire agreement between the parties with respect to the subject matter hereof and supersedes any prior oral or written agreements.

Mail: Vivendi Universal Games-PPG

Attn: Warranty Processing
4247 S. Minnewawa Ave., Fresno, CA 93725

Copyright and Trademark Information

©2002 Conspiracy Entertainment Corp. ©Starbreeze Studios
AB/licensed by Swing! Entertainment Media AG.

The ratings icon is a trademark of the Interactive Digital Software Association.

Microsoft, Xbox, and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft.

Games/Action
Platform: Xbox™



Inside You'll Find:

Basic Training
and Moves

Cast of
Characters

Items and
Weapons

Walkthrough
of Level One—
Jailbreak!

©2002 Conspiracy Entertainment Corp. ©Starbreeze
Studios AB/licensed by Swing! Entertainment Media AG.

www.conspiracygames.com

761540458

This game has received the
following rating from the ESRB



Blood and Violence

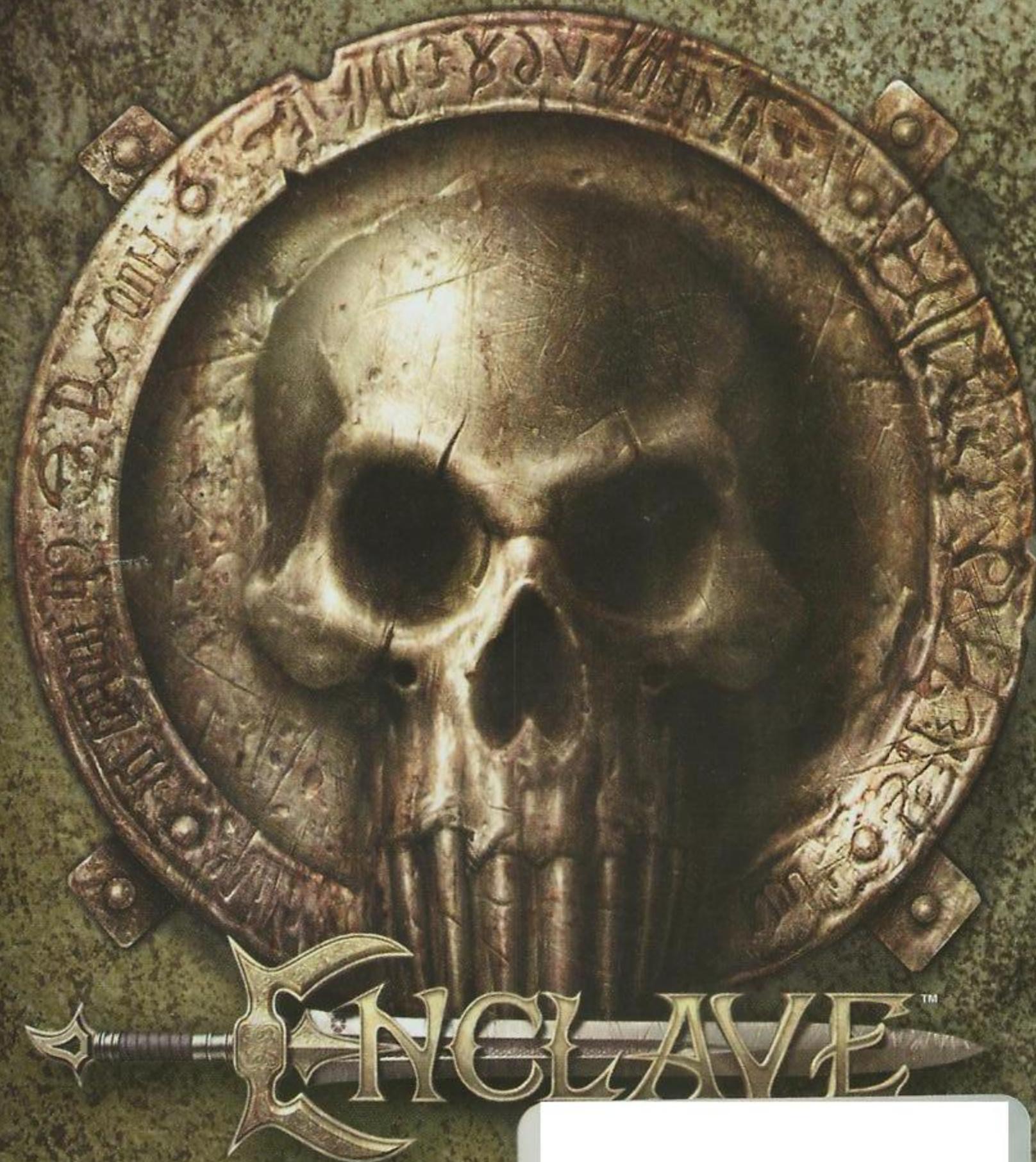


[primagames.com®](http://primagames.com)

The Prima Games logo is a registered trademark of Random House, Inc.,
registered in the United States and other countries. Primagames.com is a
registered trademark of Random House, Inc., registered in the United States.

W0001510

PRIMA'S OFFICIAL HINT BOOK



[primagames.com®](http://primagames.com)

The World of Enclave

Led by the demon Vatar, a dark horde encircled the last few defenders of Celenheim. Atop a nearby ridge, a lone figure faced the demon. The wizard Zale shattered his staff on the stony ground, unleashing nature's wrath. The sky turned black, and the soil was crimson with fire, blood, and chaos.

The earth's crust was torn asunder, and a rift raced across the land. Light separated from dark, and the next day dawned on a world divided. Celenheim was protected on all sides by a bottomless chasm; both Vatar and Zale were gone.

The people of Celenheim rebuilt their towns and society, enjoying a golden age of peace and prosperity. On the other side of the rift, however, dark forms struggled for survival, their hatred growing as they dwelled in the shadows. To the people of Celenheim, they became known as the Outlanders.

At least that's what the history books say. Over the millennia, the land has begun to heal. Now, the rift can be crossed in a few places, and the Outlanders, the Dreg'Atar as they call themselves, send frequent raiding parties into Celenheim. Soon they plan to launch a full assault and claim Celenheim as their own. Which side will you fight for?

Cast of Characters

Enclave lets you battle for the side of good or evil, though you need to finish the Light campaign before you can join the Dark side. As you progress on your journey, new characters aid you, bringing new fighting styles and abilities to your cause. Six warriors are available in each campaign. We've listed the first three characters you'll meet in the Light campaign.



The Knight

Our story begins as the Knight regains consciousness in a Celenheim dungeon. He's been imprisoned after a fight with Queen Aylindril's tax collectors. He'll soon prove his worth to the Queen and lead an expedition into the Outlands.

The Knight is a strong warrior, courageous on the battlefield and an expert in melee combat. The Knight's abilities in magic and ranged

weaponry are weak, however. Though the Knight can wield a crossbow, he is more effective with a sword, axe, or war hammer. He is strong enough to carry a large shield, which he can use to deflect many enemy attacks, but he isn't quick.

The Huntress

The elven Huntress of Aylewood is accurate with the longbow and crossbow. Her elven vision gives her a natural advantage over other archers.

The Huntress's speed and agility help her stay out of trouble, but if she engages in hand-to-hand combat, her knife can do decent damage. She can't wield swords or axes though, or carry a shield.

The Huntress meets the Knight after he escapes from the dungeon, and is the first character to join his quest.



The Druid

The Druid's secret order rarely interferes with events in the Enclave or the Outlands, preferring to live in harmony with nature, far removed from the affairs of men, elves, and Dreg'Atar. However, the Outlanders' incursion into Celenheim has caused a great disturbance, one the Druid cannot ignore.



Like the Huntress, the Druid is fleet of foot and can't wield a shield or any melee weapons larger than a dagger. Her great power, however, comes from her staves, which give her devastating magical attacks.

A Dreg'Atar Sorceress has captured the Druid, and she joins the party when she is liberated.

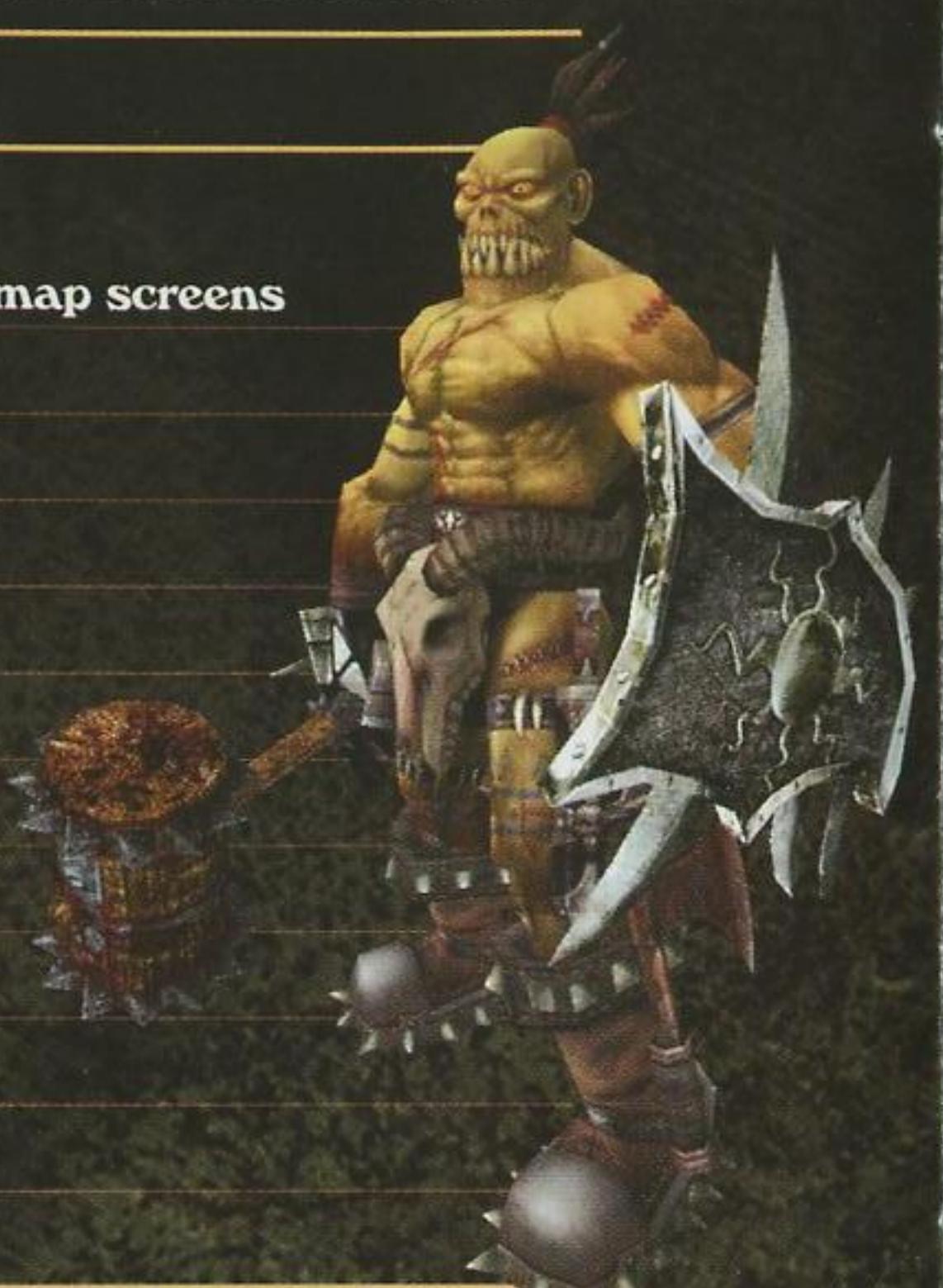
The Moves

Before the fighting can begin in earnest, you'll need to learn your controls.

Controller Configuration

Button

Button	Action
Ⓐ	Navigate menu/map screens
Ⓑ	Move/strafe
press Ⓐ	Crouch
Ⓐ	Shield/use
Ⓑ	Attack
Y	Drink potion
X	Next item
A	Next weapon
BLK	Toggle view
R	Aim
press Ⓑ	Jump
START	Pause menu



Basic Movement

Use Ⓑ to move forward and backward and to strafe from side to side. The harder you push the thumbstick, the quicker you'll move. Use a light touch to tiptoe along narrow ledges and other tight spots.

The right thumbstick, Ⓒ, controls your heading and aim. Use it to target enemies with ranged weapons, adjust your angle of view, and turn.



Crouching and Jumping

Tap Ⓑ to duck, and hold to remain in a crouched position. Use Ⓑ to maneuver while crouching. Tap or hold Ⓒ to jump (holding the thumbstick down will not increase the jump length).

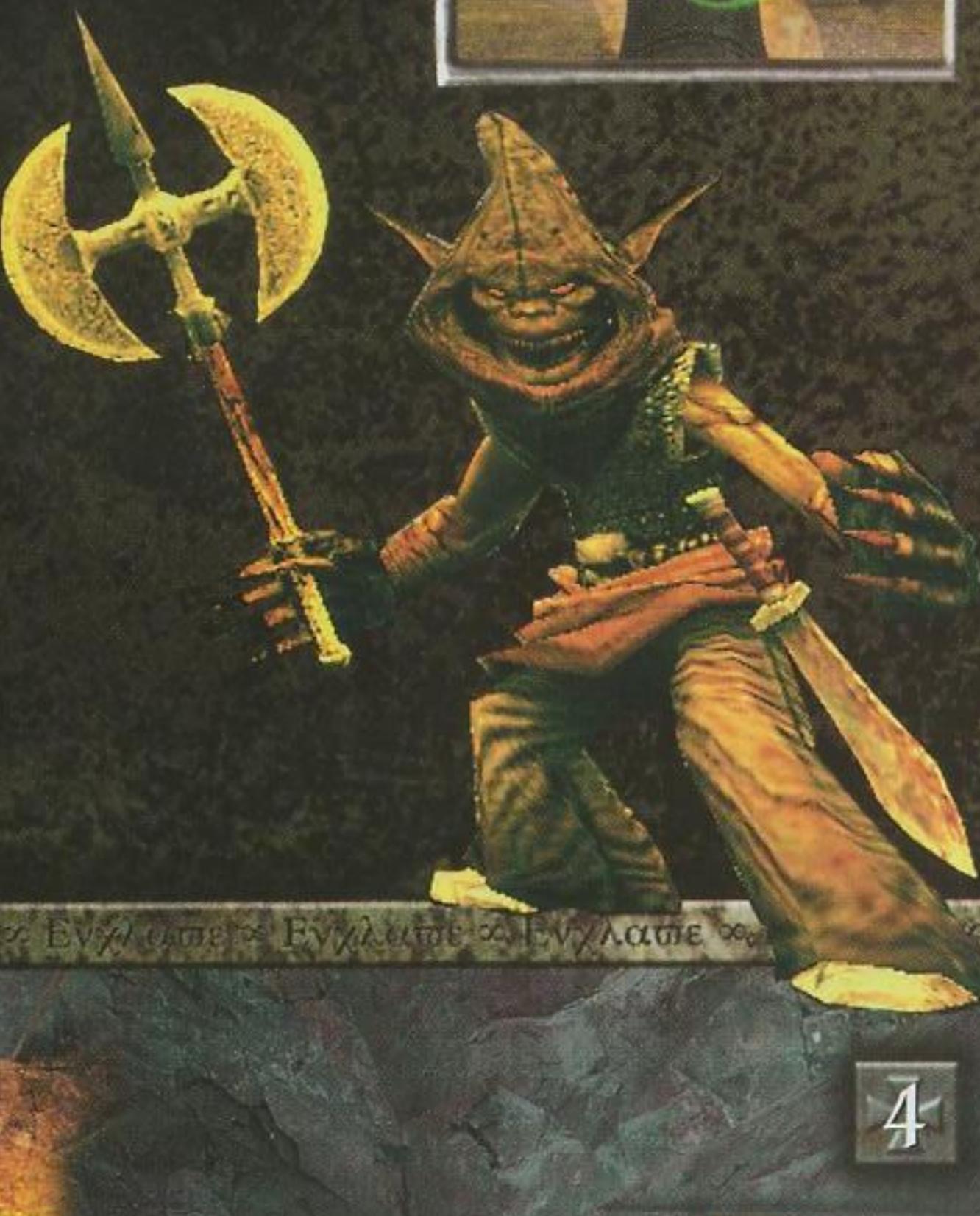


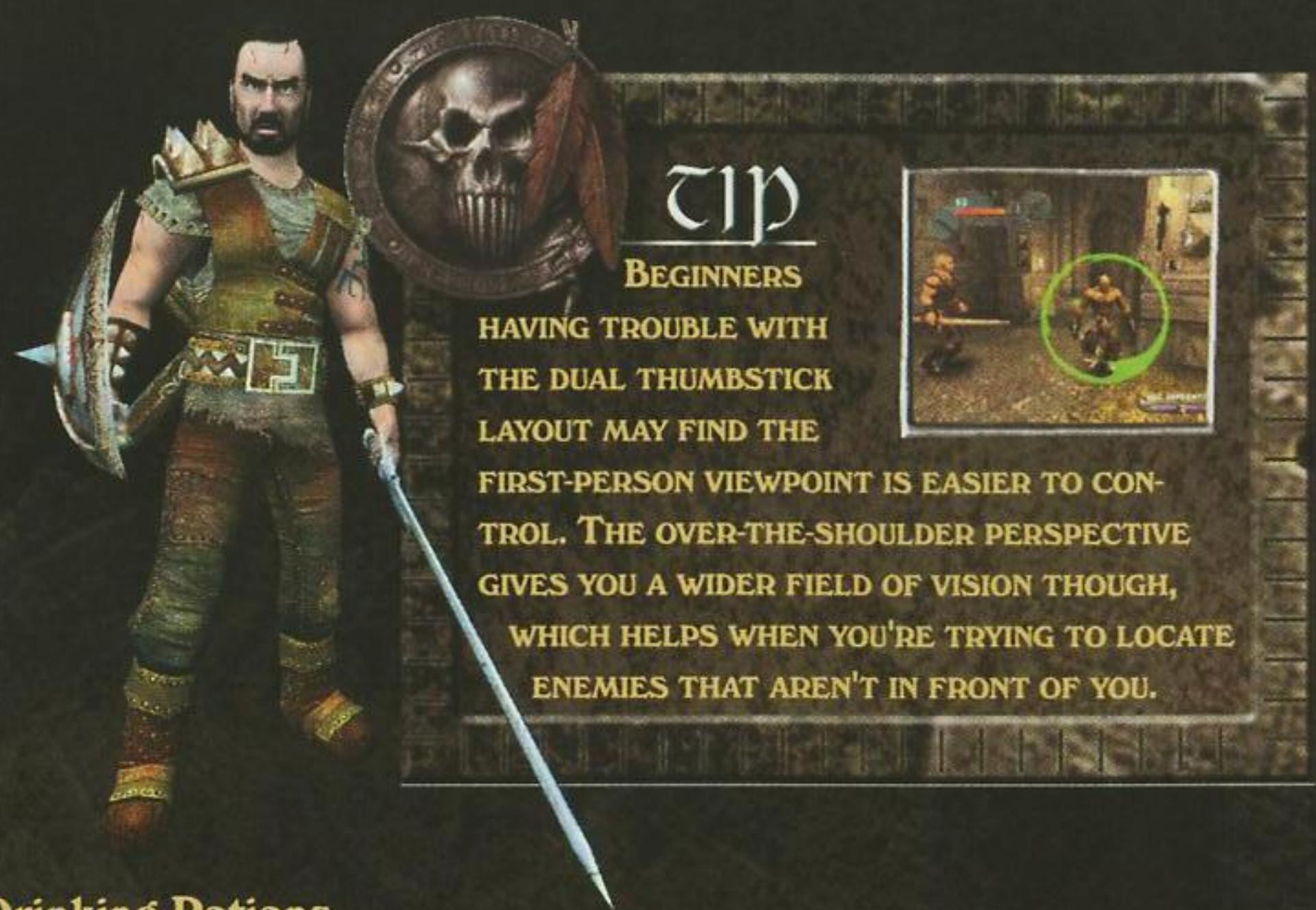
The Use Command

There are various items in that game that you can activate, like levers or siege cannons. When you do, a hand icon appears in the upper left corner of the screen. Tap Ⓐ to perform the action.

Changing the View

While you can use Ⓒ to alter the camera angle, you can also tap BLK to switch in and out of first-person view.





Drinking Potions

Nothing hits the spot like a healing potion. To imbibe, press **Y**. It takes a few seconds to drink a potion, and you won't be able to attack or defend during that time, though you can still move.

Switching Items

Tap **X** to cycle through the items in your inventory. The active item appears as an icon in the top left of the screen.

Switching Weapons

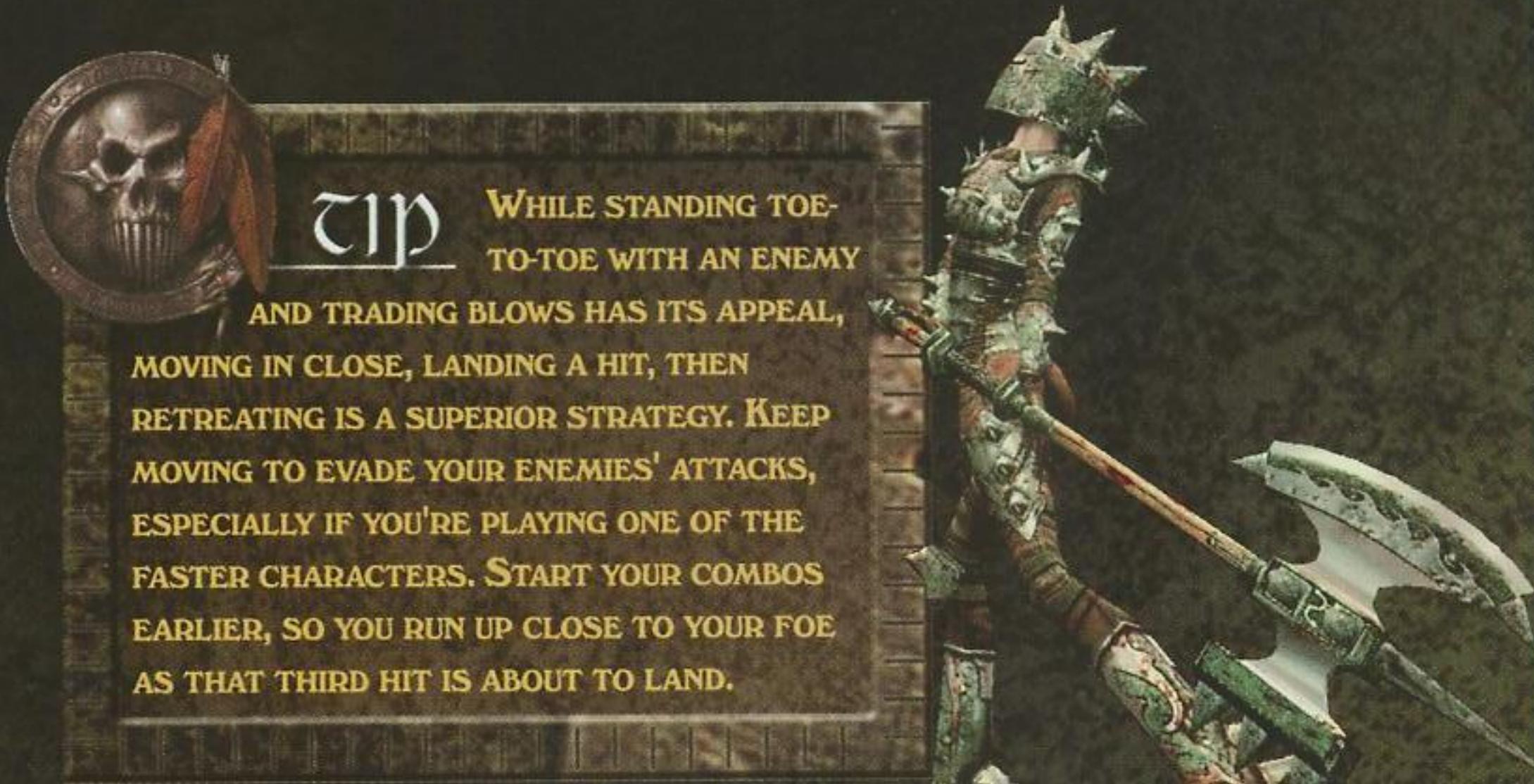
Tap **A** to cycle through your weapons. If one of your ranged weapons is out of ammo, it will be removed from the rotation until you find more ammunition.

Combat

As you journey through the world of Enclave, you'll have the chance to wield dozens of weapons—from swords and axes to Dwarven crossbows and Astral staves.

Melee Attacks

Regardless of what melee weapon you select, hand-to-hand combat follows the same basic rules. Tap **R** to take a single swing with your weapon, or tap **R** repeatedly to execute a three hit combo. The last hit inflicts the most damage. Experiment with tapping **R** in a direction before triggering a melee attack with **R**; you'll be rewarded with different kinds of attacks. You can also attack in combination with a jump or crouch.



Ranged Attacks

When you select a ranged weapon, use the green dot to aim. If you have a foe in your sights, the dot turns red; press **R** to fire. Get a head shot to do huge damage. Check the top left of the screen to see how many arrows, bolts, etc. you have left in your arsenal. If you're using a bow or crossbow, you can't hold a shield.



Magic Attacks

Most magic attacks work like ranged attacks—line up your target and hit **B** to deliver the pain. You won't run out of ammunition, but you must keep an eye on the energy bar in the top left, below your health bar. The energy bar regenerates, but if you're heavy on the trigger you can run out. Experiment with holding **B** to activate secondary magic attacks.

Defending

When armed with a shield, hold **D** to block enemy attacks. Some damage may still get through, especially when using one of the smaller shields. A large shield blocks some attacks automatically, especially if they come from the left, so keep that in mind and accordingly adjust your position.

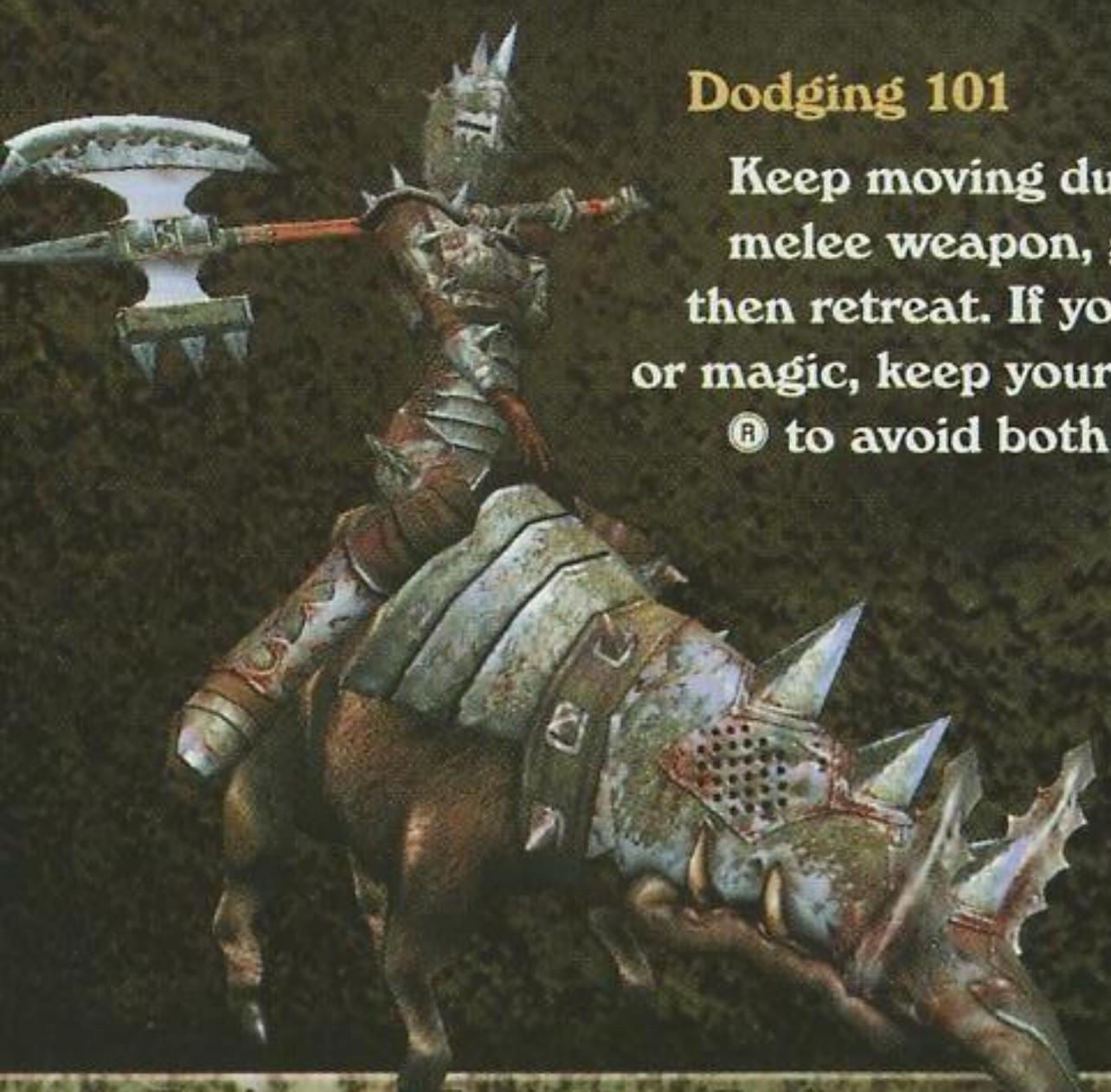
Magic staves can create a defensive barrier.

Hold **D** to maintain the magic shield, but keep an eye on your energy bar.



Dodging 101

Keep moving during battles. When using a melee weapon, get in close, deliver a blow, then retreat. If you're using a ranged weapon or magic, keep your foe far away from you. Press **B** to avoid both melee and ranged attacks.

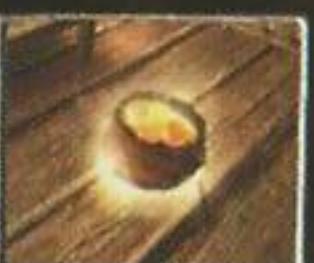


Items and Weapons

You'll come across many items and weapons during your travels through Celenheim and the Outlands. Here's what you will see in the early stages of your adventure.

Torch

The torch illuminates dark tunnels and sewers. If you're holding a shield, press **Y** to swap the shield with the torch. You can't attack with the torch, but you can simultaneously wield another melee weapon.



Gold

Small bags of gold are hidden throughout the environs, and sometimes are on your felled enemies' bodies. Each bag contains five gold pieces; check the numbers in the top right of the screen—25/150 means you've collected 25 of 150 gold pieces available on that level. Use gold to buy better weapons and equipment.

Keys

You can open some doors only with the appropriate key. After you find the key, walk toward the door and hit **D** to use the key.

Healing Potion

If you have a healing potion, a potion icon appears along the right of your screen. As you collect more, a number on the icon indicates how many you have. Press **Y** to drink a potion—you won't be able to attack or defend during this time, but you can move.



Swords

These are the bread and butter melee weapons. Swords offer a balance of speed, damage, and range. Only a few characters have the strength required to wield swords, though.



Axes

Axes come in many varieties. They are slower than swords, but inflict great damage.



Hammers

Hammers range from crude clubs to the devastating War Hammer. These weapons are slow but potent. The third combo blow from a War Hammer inflicts significant damage on nearby enemies.



Bows

These missile weapons are accurate from a great distance, and inflict big damage in the Huntress's hands. It's easy to run out of arrows, though. Hold R for a few moments to draw back the arrow, then release R to fire.



Crossbows

A variety of characters can use crossbows, but the Huntress is most adept with these weapons. Unlike bows, crossbows fire when you press R . They shoot bolts, and can't use regular arrows.



Staves

The Druid and other magic-using characters can wield staves. Staves have a ranged attack (tap R) and a secondary attack, activated by holding R . If a staff runs out of energy, it must recharge for a few moments before you can use it again.



Shields

Shields come in a variety of sizes. When not actively defending (holding D), a shield will block attacks coming from the left. Magical characters can create temporary shields by holding D .

Walkthrough: Level One

Jailbreak!

The Light campaign begins as you awake in the dungeon of the Iellon outpost, after attempting to protect your kinsmen from zealous tax collectors. Iellon is under attack by the Dreg'Atar; you must escape from your cell, find a weapon, kill the invaders, and find your way out of the dungeon.

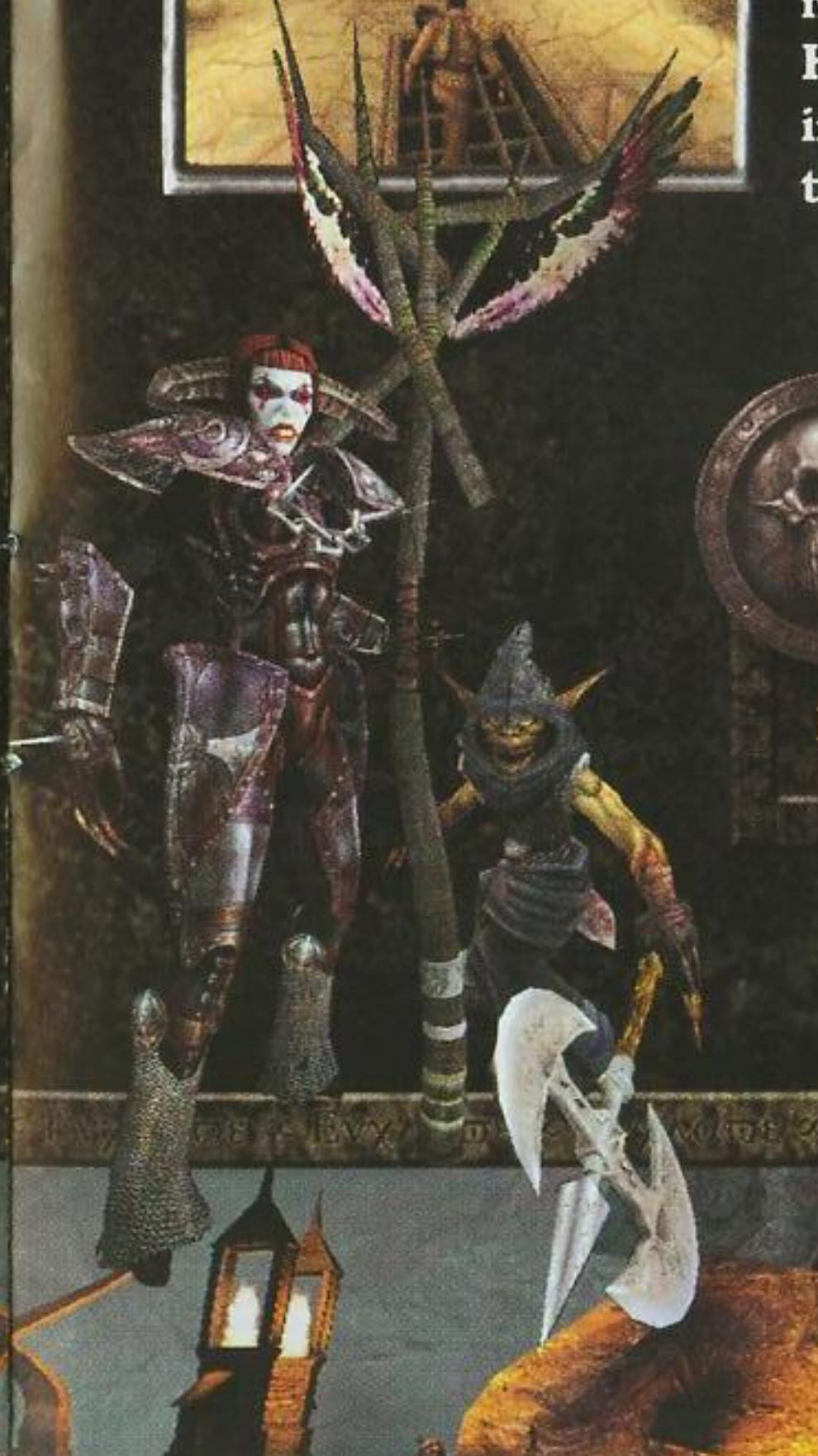
After the cannon ball smashes through the wall of the adjacent cell, killing the Dreg'Atar sorceress imprisoned there, squeeze through a hole in the bars. The door has been destroyed here; enter the next room and pick up the sword lying near the body of the dead guard. Tap A to wield the sword.



The body of an Orc rots in the cell along the opposite wall. There's a lever to the left, which raises the gate blocking the sewer entrance—you need a torch before you can negotiate the sewer, so ignore that for now. Head up the stairs, but take it slow. The ceiling's about to collapse in the next room, and those falling rocks will hurt you.

**TIP**

WHEN YOUR CONTROLLER RUMBLES, DEBRIS IS ABOUT TO FALL. PROCEED WITH CAUTION!





Continue toward and up the next stairway, tapping **©** to jump over the fallen debris. At the top of the stairs is a closed gate and a torch on the ground. On the other side of the gate, you'll see a Snotling dispatch one of the guards. When the torch is in your inventory, hit **◊** to activate it. Head down the stairs slowly—more debris is about to fall.

Now head toward the lever and the sewer entrance. Some rocks fall from the nearby wall, revealing two sacks of gold next to the lever. To reach the gold, activate the lever by standing close and pressing **□**. As the gate rises, jump on the narrow ledge along the top. From here, jump to the stones protruding from the wall, then to the gold.



NOTE

THE MORE GOLD
YOU HAVE, THE

BETTER EQUIPMENT YOU CAN BUY.
IF YOU FAIL TO GET ALL THE GOLD ON A
LEVEL, YOU CAN REPLAY IT LATER.



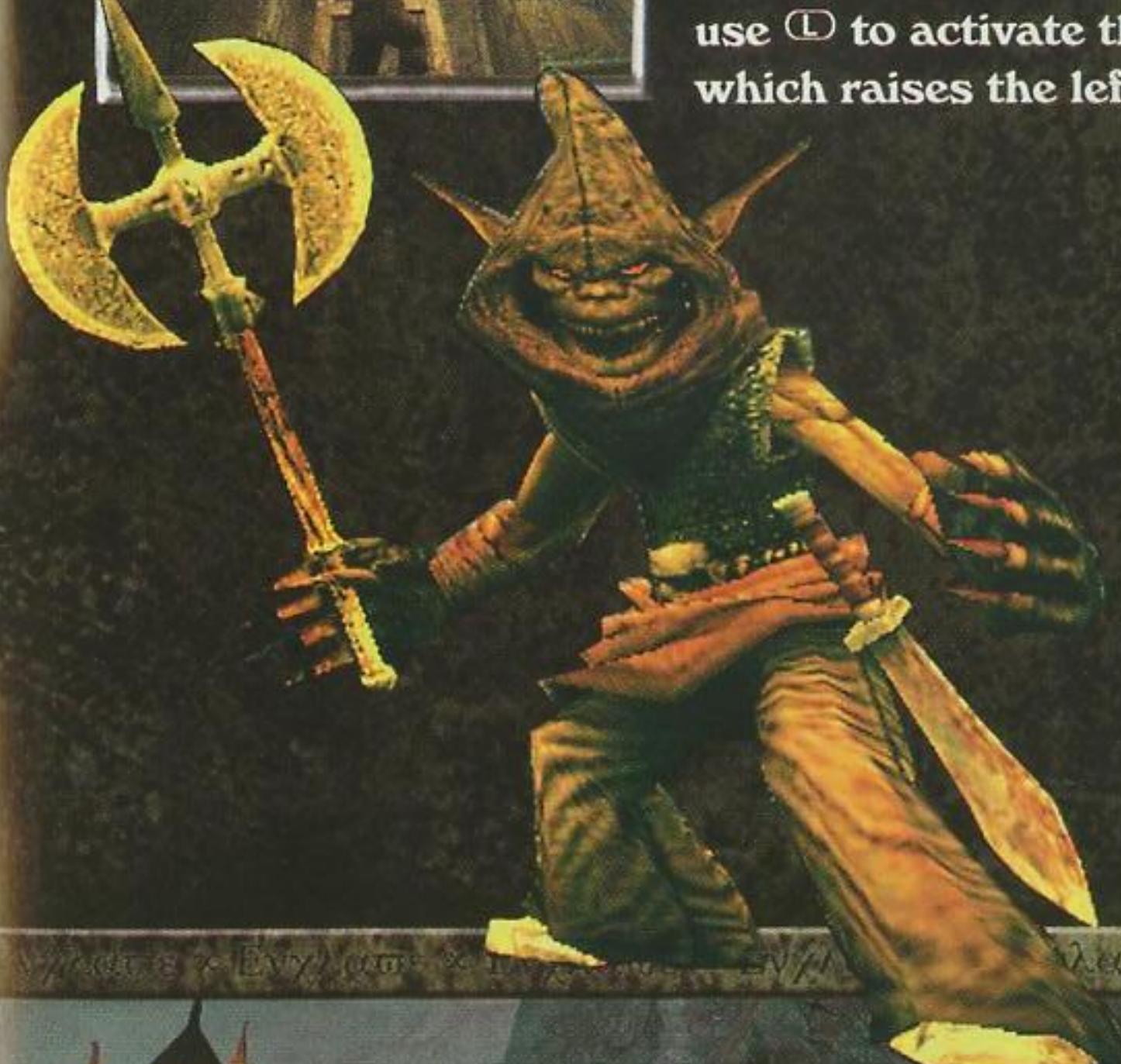
With your torch in hand, head into the sewer. Follow the tunnel to the low-ceilinged passageway on your left—hold **□** to crouch and walk through. In the next area, wait for more debris to fall, then jump down off the ledge and continue ahead. Follow the tunnel as it turns left.



You see a broken ladder ahead, and a tunnel branching to the left (there's nothing down there). Go past the ladder for now. You come to a four-way tunnel intersection. Take either the left or right tunnel (they loop around), climb the ladder, grab the two sacks of gold, and head back the way you came, to the room with the broken ladder.



Walk underneath the ladder, then turn around (you can only climb the ladder from one side). Walk toward the ladder, tap **©** to jump up, and hold **□** to grab the ladder and ascend. Once at the top, get the shield and press **◊** to equip it. Kill the Snotling, then use **□** to activate the wheel on the left, which raises the left gate.





TIP

THIS FIGHT TAKES PLACE IN CLOSE QUARTERS SO THERE ISN'T ROOM TO MANEUVER. KEEP DISTANCE BETWEEN YOU AND THE SNOTLING. GET IN CLOSE TO ATTACK, THEN RETREAT OUT OF THE SNOTLING'S RANGE. IF YOU USE YOUR SHIELD TO DEFEND (HOLD □) IT BLOCKS THE SNOTLING'S OVERHEAD AXE SWINGS, BUT YOU'LL STILL TAKE DAMAGE FROM A LATERAL SLASH.



Kill the second Snotling here and head up the stairs. More debris falls, shattering the grate in the middle of the next courtyard—don't fall through the grate, or you'll have to find your way out of the sewer all over again. There's a locked door to the left, and a Snotling up ahead. As you approach the Snotling, it runs along the hall to the right. Follow, but not too closely—when the

Snotling stops to taunt you, a pile of rocks rolls down the nearby stairs.

After you kill the Snotling, get the sack of gold from the corner. The stairs here are blocked, so retrace your steps. A wall crumbles before you get to the room with the broken grate—go through the hole in the wall and kill the three Snotlings in the wine cellar. They're drunk, and will die with a single hit. The Snotling sitting on the ground yields a sack of gold after you dispatch him.



There are two doors in the wine cellar; the left door is locked. The right door is open, and there's a Healing Potion on the steps, which you automatically pick up. If your health bar is more than half gone, hit Y to drink the potion, then go through the door.



Don't head up the stairs until the barrel rolls down and the debris falls. As you reach the first landing, a bomb will roll down the next flight of stairs—retreat immediately or take major damage. Then head up the second flight of stairs and kill the Snotling. At the top more debris falls, and you see another door.



After you open the door, another Snotling attacks. There are two exits from this room; grab the potion on the low table and head to the right. Continue past the fireplace and another Snotling busts through a skylight as you enter a third small room, a dead end. The Snotling gives up a sack of gold when killed, and there's a second sack in the room at the foot of the bed.



Retrace your steps back to the room where you picked up the potion and head down the other hall. In the next room is a locked door. Continue on and to find a Snotling guarding the rusty key. Once you've got the key head back to the locked door, tap □ to use the key and go through. You've escaped the dungeon, and the Huntress awaits . . .